
Subject: Having problems with C++

Posted by [HeavyX101- Left](#) on Wed, 18 Jun 2008 02:10:15 GMT

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I'm having problems with this code.

I want to make a command that arrests a player and teleports it into a zone.

Zone id = 100054

Here is the code:

```
class jailChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
if (!Text[1].empty() ) {
int player = atoi(Text[1].c_str());
GameObject *obj = Get_GameObj(player);
int x = ??????????("100054");
GameObject *gotoObject = Commands->Find_Object(x);
    Vector3 gotoLocation = Commands->Get_Position(gotoObject);
    Commands->Set_Position(obj,gotoLocation);
}
else {
Console_Input(StrFormat("ppage %d ERROR!",ID).c_str());
}
}
};
ChatCommandRegistrant<jailChatCommand>
jailChatCommandReg("!jail",CHATTYPE_ALL,1,GAMEMODE_AOW);
```

I dont know what to put in the place where are the ????????

Do any of you guys know what i could put there?

I got it from a script and it was Get_Int_Parameter but it is getting a error:

Quote:1>.\gmmain.cpp(3116) : error C3861: 'Get_Int_Parameter': identifier not found
